

GRAUSTARK

13

"Winter 1905"

13 November 1963

GOVERNMENTAL CRISES IN ENGLAND, GERMANY

By a special and not necessarily precedent-setting decision of the Gamesmaster, the deadline for the "Winter 1905" move in 1963A has been extended from Wednesday 13 November 1963 to Saturday 16 November 1963. Even with this extension, only two players reported their orders for the retreat, removal of units, and establishment of new units as required by the military activity of "Fall 1905" reported in GRAUSTARK #12. These reports are:

FRANCE: A Mar retreats to Bur; A Lon and A Wal removed.

ITALY: F Nap established.

According to Rule 5 of Postal Diplomacy (see GRAUSTARK #2), the "Winter 1905" moves of England and Germany will be made in accordance with the rule on p. 6 of the rulebook, covering the eventuality that a player does not report his moves.

ENGLAND: A Den removed.

GERMANY: No change in number or position of units. The Gamesmaster rules, in accordance with the section in the Diplomacy rulebook on gaining and losing units, that Germany may not establish any new units on the board until after the moves of "Fall 1906".

As announced in GRAUSTARK #12, the deadline for "Spring 1906" moves is Wednesday 27 November. Moves must be received by the Gamesmaster on or before that date.

A revised edition of the rules of Postal Diplomacy, incorporating ideas and suggestions which have arisen during the play of 1963A and 1963B, will be published in a future issue of GRAUSTARK. The revised rules will deal with a problem which Allan Galhamer brought up, concerning the circumstances under which two players acting in concert may submit moves jointly. They will also cover explicitly situations such as the present one, in which players fail to submit Winter moves.

After these revised rules are published, back issues of GRAUSTARK #2 will also be sent to the Fanzine Clearing House. (See p. 4.) Suggestions on the rules of Postal Diplomacy are welcomed from readers.

Fred Lerner is suspending enrollments in 1963C until he obtains the use of duplicating facilities. Enroll now for Postal Diplomacy game 1963D with the publisher of GRAUSTARK. The enrollment fee is \$2.

Gamesmaster's note: The following document was drawn up by the German high command in "1903". It has recently been declassified, and released for general publication by the German government. It forms a valuable insight into Diplomatic strategy.

TOP SECRET

REPORT ON MILITARY SITUATION IN CENTRAL AND WESTERN EUROPE,
INCLUDING PROBABLE FUTURE DEVELOPMENTS.

GERMAN HIGH COMMAND

I. History regarding German moves.

A. Diplomatic (1900-1902)

1. With England

- a. Until winter 1901 England regarded as doubtful. After 1901 England firm ally.
- b. This switch occasioned by French building fleet in Brest, regarded by England as highly menacing.
- c. Major advantage gained when England agrees to cede Belgium (Fall 1902). England admits failure, will take secondary role to prevent complete dissolution.

2. With France

- a. Before Fall 1901 France regarded as German ally. France's acceptance of British annexation of Belgium an affront to Germany, necessitating German invasion of France (Burgundy).
- b. Consider French cession of Belgium to England by far best diplomatic move of game. It provides England with good reason to join France against Germany. Most important, as any major German invasion of France must utilize Belgium, such an attack would also be against England - suicide for Germany.
- c. France's mortal error was to place fleet in Brest rather than army in Marseilles. England would probably have joined France in latter case, still no threat against Italy. THIS IS TRUE EVEN IF GERMANY HAD NOT INVADED FRANCE.

3. With Italy

- a. Neutrality of Germany dictated by events. Italy's refusal to attack France at advantageous moment decided Germany to support Austria when possible after 1901.

4. With Austria

- a. Originally intended neutrality with Austria vs. Italy.
- b. After successful Italian invasion and exacerbating refusal to aid fight against France, decided to invade Austria from North to catch Italians in rear.

P. M. . . .
 B. Military

1. Burgundy

- a. Consider this best move of game from military standpoint, though not as spectacular as Italian invasion of Austria, which ought to have been easily prevented.
- b. Made necessary by expectation of Anglo-French threat. Loss of Burgundy severely hampers French coordination; if Gascony falls France may be reduced to entirely defensive operations.
- c. If Holland annexed by Ruhr army, could not be held except by resort to passive defences, in case of Anglo-French alliance.

2. Tyrolia

- a. Made necessary by future Italian threat.
- b. Important - opens road to Italy and France by way of Piedmont. WHEN A COUNTRY LOSES ANY NATIONAL PROVINCE, MAJOR OR MINOR, IT SHOULD BE SPEEDILY REDUCED TO AT LEAST TEMPORARY IMPOTENCE. THIS IS MOST IMPORTANT LESSON OF GAME.

II. German requirements in expectation of major Italian offensive in 1904.

A. Defensive Eastern Front.

- 1. Armies in Kiel, Berlin, Munich, Silesia can hold Eastern Front against any eventuality, NO MATTER HOW MUCH FORCE ITALY BRINGS TO BEAR. GERMANY SHOULD AIM AT BOTTLING SIX OR SEVEN ITALIAN ARMIES IN THE BALKANS AS THERE IS NO WAY OUT.
- 2. Though riskier, a drive from Tyrolia to Piedmont may bear valuable fruit, in the event of an immediate Austrian collapse. Such a strategic position may force Italy to drive it out with troops better utilized elsewhere. A lane for retreat back to the defensive frontier in Germany should be kept open.

B. Offensive Eastern Front

- 1. An attempt should be made to occupy the provinces of Tyrolia, Bohemia, Galicia, and Piedmont. This will enable the German forces to attack several targets.
- 2. Either Venice or Vienna should fall to Germany. Either victory would divide the Italian forces and sever their communications, making it possible to deal with them piecemeal.

C. Offensive Western Front

- 1. To aid in the defense of Munich, the French province Burgundy should be cleared of hostile troops. This can be done in 1903 if Tyrolia attacks Piedmont and moves thence to Marseilles. English support should be gained in the movement from Holland to Belgium. The fleet in Denmark may play a useful role by sailing to

- Holland, to aid in Belgium in 1904. The army in Belgium should attack Burgundy in Fall 1903.
2. It is improbable that a serious offensive against France can be mounted before 1905 or 1906 in view of the Italian threat. But, as explained in Paragraph IB2, the army in Burgundy combined with the army to be placed in Piedmont will have a stultifying effect on French initiative, reducing France to a defensive posture while preparing for the eventual invasion in force.

(Continued in GRAUSTARK #14)

Fanzine Clearing House is a useful service for acquainting people with the amateur publications of science-fiction fans and other off-trail in-groups. Seth Johnson (339 Stiles Street, Vaux Hall, N. J.) ships off copies of amateur publications to people who write in to him for them; one dollar brings an assortment of eight fanzines. I've recently sent some back issues of GRAUSTARK to Seth, in hopes that it will elicit a few more Diplomacy fans.

Back issues of a number of GRAUSTARKs are cluttering up the place. I am offering them at 5¢ each until 1 January 1964, at which time I will ship off all remaining copies of GRAUSTARKs 1, and 3 through 12, to the Fanzine Clearing House. I am excepting GRAUSTARK #2 from this, since it contains the only summary thus far made of the rules for Postal Diplomacy, and these may be needed for future players.

This is

O	At
P	Great
E	Intervals
R	This
A	Appears
T	To
I	Inflame
O	Optic
N	Nerves

The OPERATION AGITATION colophon to the right also appears on POINTING VECTOR, a personal newsletter of fact and opinion on almost any matter, and KNOWABLE, a science-fiction fanzine. These irregularly published journals are 25¢ per copy, or a subscription of 5 issues for \$1. KNOWABLE #6 and POINTING VECTOR #19 will be out within the next month.

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